

Design Values Checklist

Introduction to Game Design LiveLessons

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DATE:

NOTE TAKER:

THEME

What is the game about? How does the game present this to the player?

POINT OF VIEW

What does your player see? A screen-based 2D side view? A 3D first person view? A 2.5D over-the-shoulder view?

PERCEPTION

How is the gameworld and the information within it represented? Simple graphics? Stylized geometric shapes? highly detailed models?

CHALLENGE

What kind of challenges does the game present? Mental challenge? Physical challenge? Hand-eye coordination?

DECISION-MAKING

How do players make their decisions? Turn-based? Realtime? Fast? Slow? Is it a perfect or imperfect information space?

CHANCE + SKILL

To what degree is the play experienced one of pure skill? How does chance factor into the player experience?

CONTEXT

Who is playing? Where are they playing? When are they playing? Why are they playing?

EMOTIONS

What emotions are you hoping to generate in your players?